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Basic Robot Design Plug-in

By Casey Burge

This plug-in was made to design Robots in the Fuzion Game system. These set of rules can be used to make Robots as PC's or as enemies in a battle. In these rules I will include rules for making civilian drones to military Combat Droids. You can also add special systems like Computer Links, Holographic Projectors, and GEV movement. Now on to the plug-in.

Legal Crap

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STEP 1: Robots Name

In every Sci-fi you seen a robot in it has a cool name like "B.O.W, witch stands for Bionic Organic Warrior" or something like that. A Robots name is a mixture of its class (see bellow) and its purpose.

STEP 2: Model Type and Class

The model type is the frame the designer used for the main driod body like a certain template all robot designers use to make certain robots. The Class is what type of robot it is. Is it a Military Bot or a Slave Borg? The model is just added for flavor and for your players to say "cool, his body type is the same as this assassin borg, that means its fast and tough".

Class: Class is the type of robot it is. Classes are listed bellow. The Multiple is how many OP equal 1 US dollar.

Class	Multiple	Weight per SDP	Example
Civilian I	x100	5 kg	Slave, Worker Bot
Civilian II	x150	10 kg	Security Bot, Minor AI
Civilian III	x200	15 kg	Major AI
Military I	x1000	10 kg	Non Combat, Hold Military Info (non Helpful), Allowed Low Class (1-3 DC)
Military II	x1500	15 kg	Spy, holds vital Govt. Info, light combat (4-6 DC)
Military III	x2000	20 kg	Light Assault Drone, allowed light weapons (7-9 DC)
Military IV	x2500	25 kg	Medium Assault Drone Medium Class Weapons (10-12 DC)
Military V	x3000	30 kg	Heavy Assault Drone, Heavy Duty Weapons (13+ DC)

STEP 3: SPD and Armor

This step is determining how much damage a bot can take before it is rendered useless. At 1/2 SDP in the Negatives the bot is un repairable. SPD is bought for each location as is Armor. Military Bots Start with 1 KD per 2 SDP. Remember that 50 SDP/KD equals 1 Kill.

Buying SPD and KD

SPD cost 1 OP per 1 SDP per location. KD cost 2 OP per 1 KD per location. (**note:** The Locations I mention are as follows: Head, Arms, Legs, Main Body and any weapons that are mounted on the bot. The standard hit locations are used that are in the main fuzion rules.)

Locations

Locations are what the robot has, Basic Locations are Head, Arms, legs, and Torso. That means use the basic human hit locations. Others could be Treads, Hover Fans, tentacles, etc. Be creative on this don't make your basic run of the mill bot, you could design various driods like small spy bots.

STEP 4: Walking, Running, Sprinting, and Swiming/Leaping Speed

This step is used to generate the walking and running speed of the bot. GEV units are bought separately (see special units bellow). The chart bellow is used for the cost. The KW cost is [Meters Moved] dived by 1/4 the Weight is the KW cost

Movement Type	OP per Meter of Movement
Walk	2 OP
Running	4 OP
Sprint	5 OP
Leap	1 OP
Swim	1 OP

* In order for a bot to use swimming they must buy a Sealing vs Water witch cost 2 OP.

STEP 5: Statistical Data

This is any Information on how tall wide long and how much cargo space the bot has (cargo space cost .3 OP per 1'x1'x1' of space.) This is bonus information added due to flavor. This is quite important because if a payer asks "how Tall is the Assault Driod?", its better to have it written down so all your assault driods are the same.

STEP 6: Robots Stats

Robots have limited number of stats towards humans. Some Robots also have AIs added to them, and are as smart or smarter than humans. Robots only have 6 stats, 3 Physical Stats, and 3 Computer Stats. Robots can have no Computer Stats but that means that the driod has to be controlled by an operator and is treated as a disad.

Physical Stats

Strength: This is the strength that the frames hydraulics and the motors give the bot. This determines lifting and hand to hand combat damage.

Reflexes: This is the speed of the robots movement motors. The higher this stat the better its movement wires. This stat is used for Attacks and Initiative.
Dexterity: This is the balance motors of the bot. The balance motors are located in the lower torso. This stat determines its dodging capability.

Computer Stats

Complexity: This stat is how complex the computer is, this is its speed and memory capabilities. This stat is also used to resist virus and hacker intrusions.
Intelligence: This is the computers basic knowledge that the computer knows. This is also its memory capability.

AIs

This is an AIs stats that it has. And is only available to AIs.
Presence: This is the AIs personality and sociability.
Technique: This is the computers ability to do Programs and Skills. If the computer has access to a robot with arms it can also fix things.

Each Stat cost 5 OP per point, and it cost 2 OP per +1 to upgrade the hardware.

Robots and Mental Powers

Robots under no circumstances at all can have mental powers. Even if they are AIs, they don't have the the electromagnetic brian wave patterns to control the powers. The only way a Robot can have Mental Powers is if there made into a full conversion Borg. Witch is a Robot that is implanted with a human brain. The OP cost for this is 2 OP per INT of the Subject Brain.

Robot Systems

Robotics Systems can be made with powers and converted into OP. A Computer Link could be Telepathy: Limited to Machines. A GEV system could be the Flying Power with a limiter of X height reducing it by X amount (minimal height could be 1/2 the flying distance feet for -1 PP, but 4 feet could be -5 PP).

Programs

Jump Right to my Computer Design Plug-in to see my program design rules for programs.

Skills

A Robot is also programed skills with a level. The Robots skills level cost 1 Op per level like normal but it can only hold a max number of skills according to its INT Score. Skills that use a Stat Not listed use the next relevant stat.

Complications

Robots have complications that lower its cost. Complications are generated like normal with the OP being lowered.

Weapons

Robots can have weapons mounted on them or have them carry weapons. If the weapon is mounted on them they have a -1 OP for a Moveable mount (I.e. it turns by using the Robots Power and has its own motor). Its -2 OP for a fixed location (witch is ether forward, flank (right or left), or rear arc). To mount the weapons on its the cost of the weapon in OP (Using any of the Atomik War weapons), minus the limiter for attached. Weapons can be built with any powers plug-in and times the PP by 5 to get the OP price. Or you can use my weapons design rules by going to the link at the edged of this page.

Power Plant

The power plant is how much energy the robot has, all weapons and computer stuff uses the power plants power. Power Plants cost .5 OP per 1 Power Unit, it cost 1 Power Unit per 10 m/y of flight movement, it cost 1 Power Unit per 1 DC of the weapon when ever used (only when it is attached). It cost 2 Power Units per hour of Light Activity (walking, swimming, using sensors), 5 Power Units per hour of Heavy Activity (running, staying in extreme heat, lifting objects, using computers), the robot recovers 1 Power Unit per round of recharging (no actions, completely shut off).

Robot Damage

Damaging a robot is easy you shoot at it and shoot at it allot if its a military Driod. But punching it is another thing entirely. Remember Metal Hurts Flesh, so for every 1 STR the bot has it dose 1 DC Killing Damage damage to you. A Robot gets more unusable after great amounts of damage it receives see the chart bellow for penalties:

% of SDP Lost	Penalties
25%	-1 WA
50%	-2 WA, -1 Walk, Run, Sprint
75%	-3 WA, -2 Walk, Run, Sprint

The penalties are given when each x number of SDp is done (i.e. when 25% of 50 SDP is lost then you get -1 WA for each 12 SDP that are taken away).

Armor Damage

When a robot gets hit its armor also suffers damage. For every 5 full points of damage that penetrate it lose 1 pt of armor.

Robot Add On

These are some add on to the robot a designer can do.

Armor Add on

Alpha Armor: This armor regenerates its lost KD. For every Point of STR the Robot has it regenerates 1 KD. This adds +25 OP to the cost of the bot.

Hardened Armor: This type of armor protects against Armor Piercing Rounds, AP dose not work against this type of armor. This adds +10 OP to the cost of the armor.

Force Field: This armor is not Armor but a Protective Barrier around the bot. This cost 2 OP per 1 KD of armor it has. This shield drains of END and cost 1 END per 2 KD of the force field.

Sensors

Radar: A Radar is used to detect objects coming Towards the robot. It cost .5 OP per meter of range that the robot can use their perception at.

Scanning: This system is used to scan a subject for any thing. This will completely Scan the item and tell all the details of the Subject on a INT roll vs Every Day.

Robots of Different Tech Levels
Making a Robot where robots don't exist is very expensive and time consuming. The TL/2-6 is the cost multiple to build the robot. This multiple is also how long it takes, and the cost in OP.

Making A Robot
Making a robot is hard and time Consuming. So first we take the Material Cost. The Cost for the Robots Materials is the Cost Multiplier divided by 2 in OP. The Time it takes to build a robot is the OPx1/5, that number is the level you correspond to on the Time Chart (bellow). The Skill used to make robots is Science: Robotics+3d6 vs OP+10 for the Dv. To repair a robots shell is Damage Done+10 vs Mechanics+3d6.

Level	Time
1	3 Seconds
2	12 Seconds
3	1 Minute
4	5 Minutes
5	20 Minutes
6	1 hour
7	6 hours
8	1 day

for every level about 8 add 1 day.

Making a robot of materials other than metal is cheaper, but it takes more damage. If making a robot out of Soft Materials (Plastics, Wood) then it only cost the OP/5 in OP, but takes x2 damage from fire causing weapons (flame, lasers, plasma, etc.). Making a robot out of Rock Like materials (Stone, Marble) it cost OP/3 in kgs of rocks, but is 10 times heavier.

Conclusion
Well This is my conclusion I hope you guys like this (for those of you who went to the page). This is the conclusion and if you have any comments or suggestions please e-mail me.

Weapon Design Plug-in This is going to be compatible with my Robots Plug-in and Vehicles plug-in.
Computers Plug-in This will be a plug-in using computers in a campaign and how to design them along with DV values for each.
Vehicles Plug-in- This will be in the same scope of the Robots Plug-in and will be finished soon.

How To Remove Dark Spots

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